STAR TREK®
ENCOUNTERS

EVERYONE 10+

TM

10+

CONTENT RATED BY ESRB

Bethesda® SOFTWORKS

a ZeniMax Media company

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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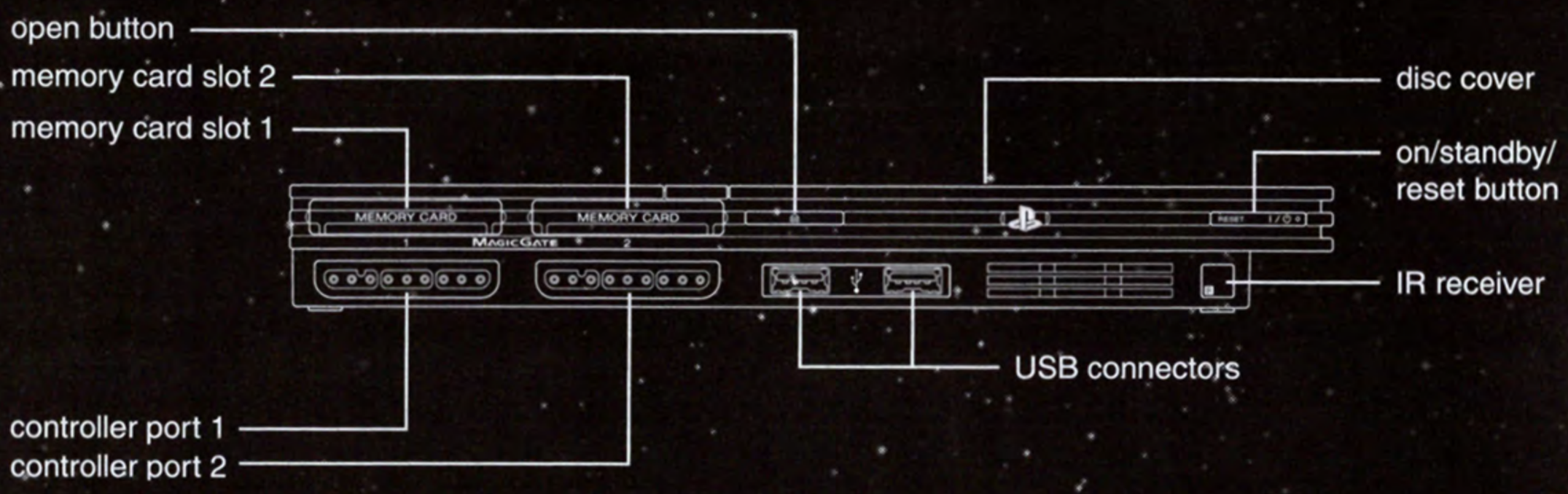
GETTING STARTED

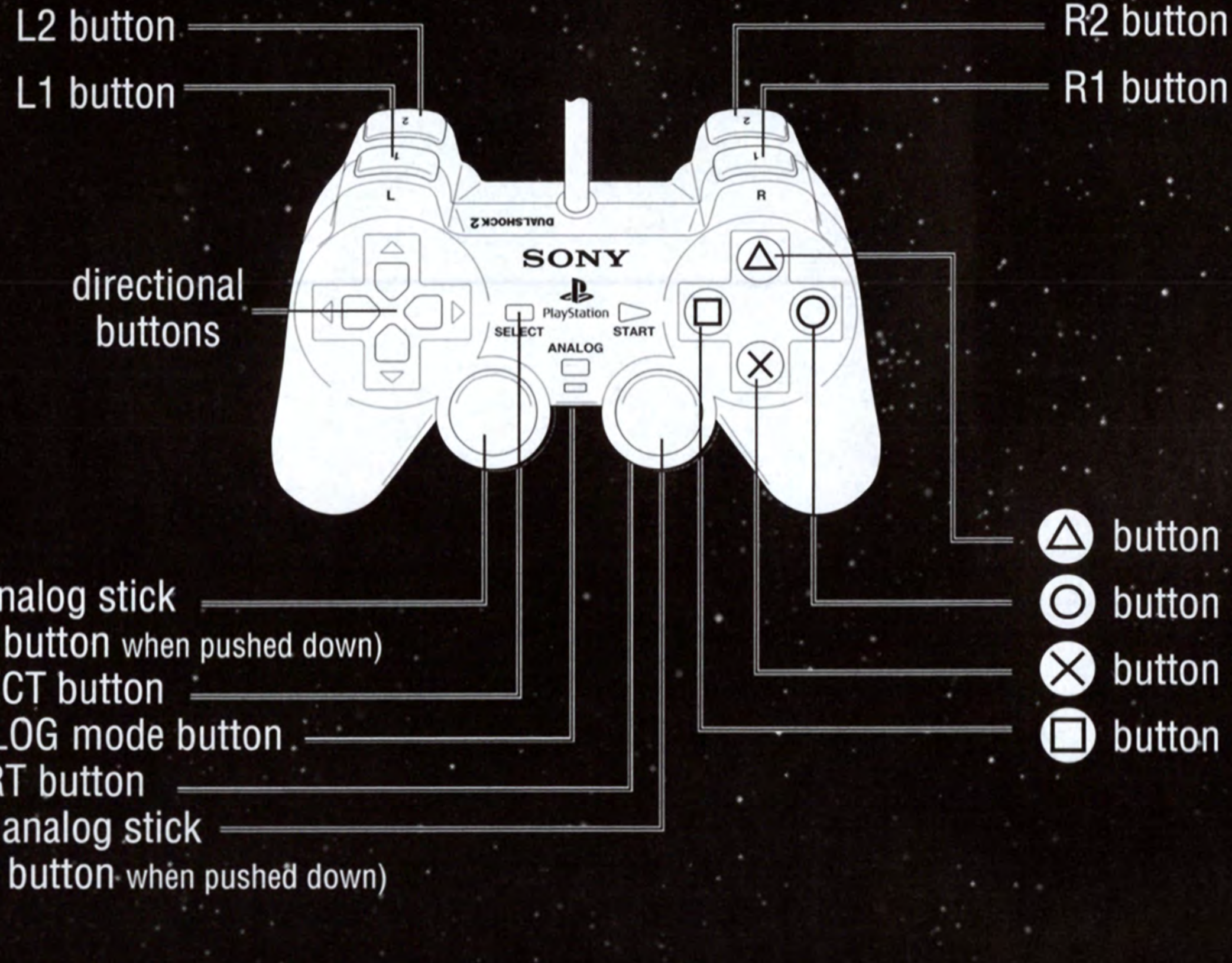


Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the STAR TREK: ENCOUNTERS disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS

Ship Movement	**left analog stick**
Targeting	**right analog stick**
Energy Distribution	**directional buttons**
Fire	**R1 button**
Target Acquire	**R2 button**
Raise Ship	**L1 button**
Lower Ship	**L2 button**
Toggle Phaser / Torpedoes	**× button**
Toggle Mines/Tractor beam/Transporter/Special	**○ button**
Pause Menu	**START button**
HUD display	**R3 button**

MAIN MENU

Navigation is fairly straightforward in *STAR TREK: Encounters*. Use the **× button** to advance through the menus and the **△ button** to move back. Pressing **Up**, **Down**, **Left**, **Right** on the **directional buttons** navigates the menu selections.

Skirmish

Selecting this option advances the player into the Skirmish Main Menu. Skirmish mode allows the player to set up single or multiplayer battles on the fly without an associated mission. Initially, the player only has access to a select few Federation ships. However as they progress through the single player portion of the game, some of the ships you encounter will be unlocked as you complete the missions.

Episode

Selecting this option advances the player into the Mission selection screen. Initially, only one era and one mission are unlocked. You must complete each mission successfully before the next is unlocked.

Options

Choosing *Options* in the Main Menu will bring you to the Options screen where you can adjust settings for Vibration, Audio Type, Audio Volume, Multiplayer Split, and Autosave features.

Vault

Selecting this option advances the player into the Vault screen. The Vault is where you can access the Ship Viewer, Character Cards, and the game's credits.

GAMEPLAY MODES

SKIRMISH

Skirmish mode allows the player to set up one of the three game types: Head-to-Head, Battlefest, or Onslaught. Each of these game types has its own unique goals and rule sets, and can be played by a single user vs. CPU controlled opponents or by two players in a Head-to-Head battle. Onslaught mode can also be played cooperatively by two players or by one player vs CPU-controlled opponents.

Head-to-Head

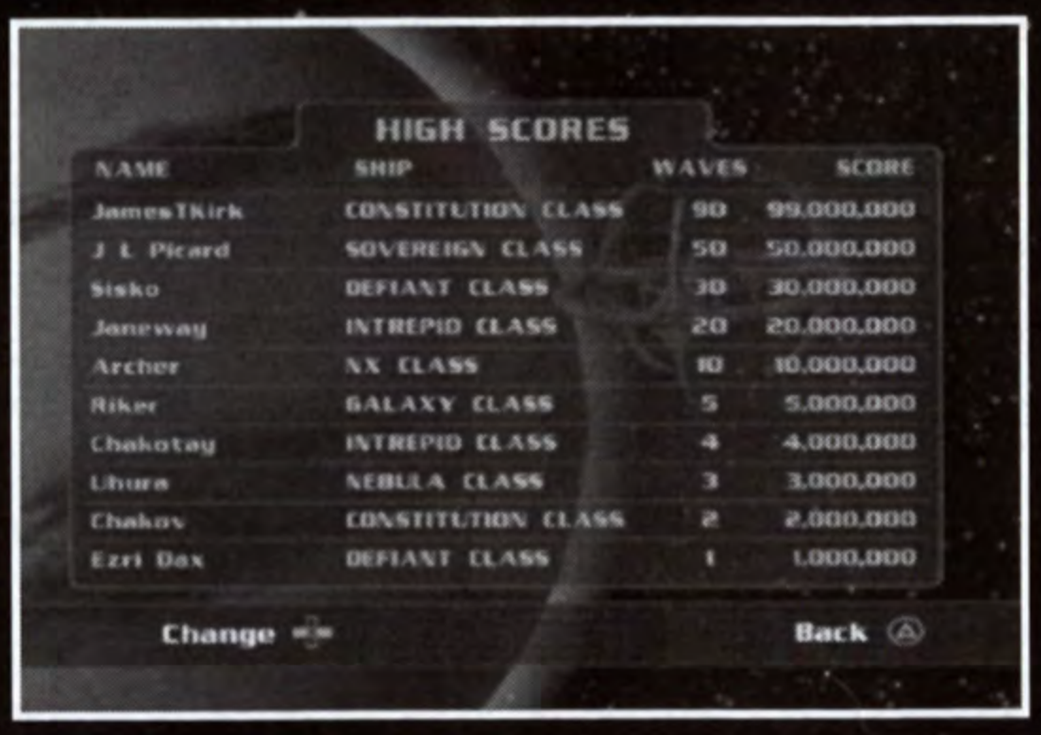
Head-to-Head battles are simply that…two opponents squaring off against each other in a fight to see who can reach the 'frag' limit first. In this mode, the player(s) can choose only one ship to pilot for the duration of the match.

Battlefest

Battlefest matches are similar to Head-to-Head battles, with the exception that each player selects their ships from a pre-defined list, broken down by race. Players then attempt to destroy each of their opponent's ships one at a time. The winner is the player who destroys all their opponent's ships first.

Onslaught

Onslaught pits the user in a battle of never ending waves of enemy ships. Each destroyed ship earns the player points and bonus points can be earned for successfully completing a wave quickly. This game mode can be played by 1 or 2 players cooperatively. High scores are saved and can be viewed in the High Scores screen accessed via the Skirmish Main Menu.



EPISODE

Episode mode provides the player access to each of the five *STAR TREK* television eras. (*STAR TREK: The Original Series*, *STAR TREK: Next Generation®*, *STAR TREK: Deep Space Nine®*, *STAR TREK: Voyager®* and *STAR TREK: Enterprise™*). Each era has a number of missions that can be played and experienced. Initially, only the *Enterprise* era is unlocked and in order to unlock the next era, all of the missions must successfully be completed in the current era.

Unlockables

As you progress through Episode mode, you can unlock and find various ships, character cards, and missions for play in other areas by completing current missions.

Note: Players are able to replay any individual mission at any time in order to increase their ranking.

OPTIONS

The Options Menu is the area where you can set various game and display settings. Once you are finished with any changes, select *Confirm Changes* to save them.

Vibrate

This setting toggles the vibration functionality OFF and ON. Default is ON.

Audio Type

This setting toggles the audio output between MONO and STEREO. Default is STEREO.

Audio Volume

This slider allows you to adjust the maximum volume for all of the audio in the game.

Multiplayer Split

This setting allows you to set how the screen is split in multiplayer mode: Horizontal or Vertical. Horizontal splits the screen into two equal halves across the horizontal axis. Player 1 will be on the top half; player 2 will be on the bottom. Vertical splits the screen into two equal halves across the vertical axis. Player 1 will be on the left side; Player 2 will be on the right. Default is Horizontal.

Autosave

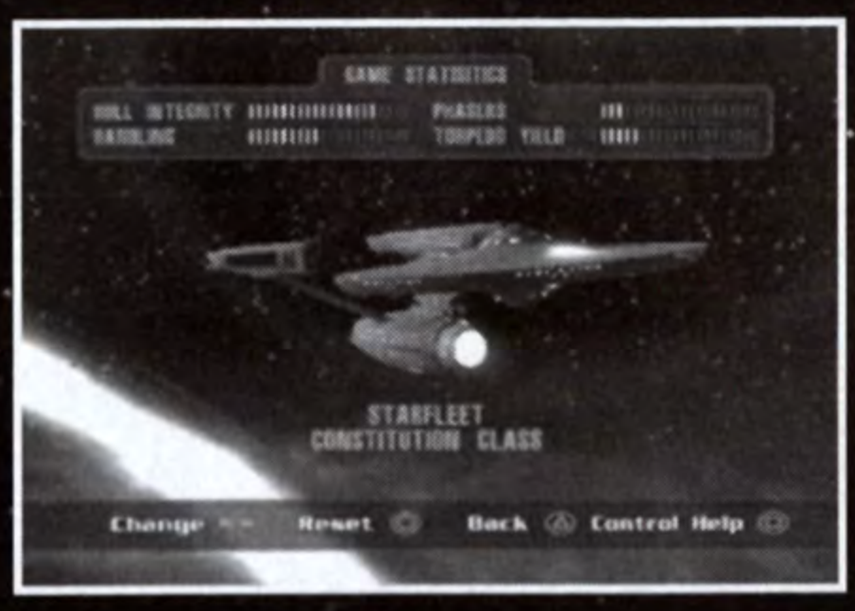
This setting toggles the Autosave functionality OFF or ON. Having the Auto Save feature ON will automatically save your progress after each completed mission. Default is ON.

VAULT

The Vault is the area where all of your unlocked Ships and Character Cards can be viewed at any time. It is also the area where you can go to view the game's credits.

Ship Viewer

The Ship Viewer screen allows you to view your unlocked ships and their game stats. **L1 and R1 buttons** rotate the ship. The **Left analog stick** pitches the ship up and down and the **Right analog stick** rolls the ship. **L2 and R2 buttons** zoom in and out. Pressing the ○ **button** at any time resets the ship back to its default position.



Character Cards

The Character Cards screen allows you to view all of the Character Cards currently unlocked in each era. Each Character Card provides a 20% bonus to the specific ship system it is related to within its era in both Episode and Skirmish mode. The Captain Card for each era provides a 20% bonus to each of the four ship systems. All of the card effects are cumulative.

For example, if the player has the Geordi La Forge engineering card, it provides a 20% bonus to speed/acceleration for any of the ships in the *Next Generation* era. If they then find the Jean-Luc Picard card, it would add in an additional 20% bonus to the speed/acceleration, as well as a 20% boost to the weapon recharge time, shields, damage taken, and target lock speed.

Credits

The Credits screen displays a list of all of the people involved in the making of *STAR TREK: Encounters*.

GAMEPLAY

CONTROLLING THE SHIP

The player pilots their starship using the **Left analog stick** and **L1 and L2 buttons**. The analog stick utilizes a "point-to-go" system, so pushing up on the stick makes starship move into the screen, while pulling down on the stick makes the ship turn and head out of the screen. Each ship type has its own acceleration, deceleration, turning circles, and momentum. Additionally, the player has the ability to adjust the ships altitude by using the **L1 and L2 buttons**.

TARGETING WEAPONS AND SYSTEMS

The **Right analog stick** is used to aim the targeting slice, which is used to direct your weapon/system shots. Pressing the **R2 button** allows you to lock-on any entity within the blue slice. Once an entity is locked-on, pressing the **R1 button** will cause the shot to go directly to the locked on target. In the case of Torpedoes, the longer the lock, the greater the homing effect on your target.

There are 4 levels of lock in *STAR TREK: Encounters* – each of which takes progressively longer to acquire. Each level allows the player to directly target a specific system on the enemy entity and damage only that portion.

Target Locked

For example, if you wish to disable the ship and prevent it from moving, you would press the **R2 button** and then keep the targeting slice on your specific target until the ship's engines are locked on. Once the engines are locked on – shooting will damage the ship's engines, disabling them for a short period of time, resulting in the ship becoming stationary.

Target Unlocked

Note: If the locked on entity is within the targeting slice, but in a grayed out portion of it, the entity cannot be fired upon. It is in a 'blind' spot of the ship and you must maneuver it into a blue section of the slice to fire.

WEAPONS AND TACTICAL SYSTEMS

Each of the starships in *STAR TREK: Encounters* can utilize a maximum of six weapons or tactical systems. These systems are:

1. Phaser or Pulse Cannon
2. Torpedo
3. Mine
4. Transporter (targeted shot only)
5. Tractor Beam
6. Special Weapon/System

The ○ **button** toggles between your Tactical systems. That is your Tractor beam, Transporter, Mines, and your Special Item if there is one installed on your ships (only certain missions have Special Items installed).

The ✕ **button** toggles between your Weapon systems – Phasers/Pulse Cannon and torpedoes.

Weapons and Tactical systems are fired in one of two ways: A targeted shot or a snap fire shot. A targeted shot is performed exactly how the name implies – the player first targets and locks onto an entity and then fires. This shot can be directed at a specific ship system and can be quite powerful.

A snap fire shot is performed without acquiring a target lock. It is a quick shot that travels directly through the center of the targeting slice. Snap fire shots are not as powerful as targeted shots and cannot be directed at specific ship systems, but since you don't need a target lock, it can save you in a frantic battle.

Phasers / Pulse Cannon

Phasers and Pulse Cannons are your beam weapons. Phasers can be fired as either a locked shot or a snap fire. Pulse Cannons can only be fired in a snap fire manner.

Photon or Quantum Torpedoes

Each starship has a limited supply of Torpedoes. Torpedoes can be fired as either a locked shot or snap fire shot. Locked shot Torpedoes track towards their target for a few seconds, while snap shot Torpedoes only travel in a straight line.

Mines

Each starship has a limited supply of Mines. Mines are only placed via the snap fire technique; however the direction they are deployed from the starship can be altered via the targeting slice. Mines pack a wallop and can be an effective defense against pursuing ships or when outnumbered in a fight.

Transporter

The Transporter can be an incredibly powerful tool if utilized to its fullest. It can be used to put an away team aboard an enemy vessel to disrupt and sabotage. It can also be used to steal items from an enemy ship if a specific system is targeted. The Transporter is used much the same as a regular weapon however, you must acquire a target lock before firing. Once the desired level of lock is achieved, you must press and hold fire. The Transporter bar will fill in, and once full, the transport is complete.

Tractor Beam

The Tractor Beam is like a weapon and is used to push, pull, and manipulate objects in space. Like a weapon, it must be targeted before use. It can only be used against non-propulsion objects, so the player cannot tractor beam an enemy ship that is flying around. However, if the player disables the enemy ship's engines first, then the ship becomes a non-propulsion object and can be Tractor Beamed.

To use the Tractor Beam, the player must first target lock on the ship/object before it can be activated. Just like phasers, the Tractor Beam will have an 'energy' level that will deplete. When this energy level reaches 0, the Tractor Beam will switch off.

Using the **Right analog stick**, the Tractor Beamed object can be rotated around the player's ship. The beam has full 360 degree targeting/firing and emanates from the center of the player's ship.

Special Weapon/System

Special Weapons/Systems available are dependant on the starship and mission selected. Not all ships and missions have a Special Weapon/System installed. For example: The *U.S.S. Defiant* has a Special System installed – a cloaking device. Special Weapons/Systems are activated just like any other weapon/system and can turn the tide in a battle or mission.

SHIELDS

A starship's shields are always up, unless depleted. The overall strength of the shields are shown by a 6-sectional shield HUD that can be seen around the ship when clicking the **R3 button**.

Whenever shields are struck, energy is lost from the section that is struck. As the shields become weaker, they will gradually turn from Blue to Red. If the energy of a particular section is completely depleted then the shields will fail in that section and any shots that penetrate that hole will hit the ship with maximum effect.

ENERGY ALLOCATION

Each of the starships has a finite amount of energy that can be used to power the engines, shields, weapons, and scanning systems. All ships start with 100% energy, which is split equally between the ship's systems. Energy can be reallocated on the fly between the ship's two-linked systems by pressing the following buttons:

- Pressing **Up** on the **directional buttons** takes energy from the Shields and diverts it to the Weapons.
- Pressing **Down** on the **directional buttons** takes energy from the Weapons and diverts it to the Shields.
- Pressing **Left** on the **directional buttons** takes energy from the Sensors and diverts it to the Engines.
- Pressing **Right** on the **directional buttons** takes energy from the Engines and divers it to the Sensors.

The linked systems are:

- Weapons and Engines
- Shields and Sensors

Reallocating energy has an added effect of providing a 20% boost to the system in which the energy is diverted to. At the same time this causes a 20% reduction to the system the energy is diverted from.

For example: If you are chasing an enemy and want to catch up quickly, pressing **Left on the directional buttons** will divert power from the ship's sensors to its engines. This will result in 20% more speed from the ship while at the same time inducing a 20% penalty to the amount of time it takes to lock onto a target.

PAUSE MENU

Pressing the **START button** during gameplay will pause the game and bring up the Pause Menu. Current mission objectives are always displayed in the Pause Menu as a reminder for the player.

Continue

Continue with the mission in progress.

Options

Advances the player to the Options Menu. Only Vibrate, Audio Type, and Audio Volume can be adjusted in gameplay. Multiplayer split can also be adjusted during Multiplayer games.

Quit

Quits the current mission and returns the player to the Main Menu.

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